

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1-28 (canceled).

29. (previously presented) A system for providing real to virtual correspondence so that premeditated and definable functions performed by a real world entity may be mimicked by a counterpart entity program in a virtual world of machine memory, comprising:

a memory configured to store virtualized network (VN) adaptation logic, including a virtualized entity (VENT) table, the VN adaptation logic providing a software environment in which a plurality of entity programs are executed, each entity program matching one-to-one to a counterpart, real world entity; and

a processor configured through the VN adaptation logic to execute instructions to:

cause the execution of any entity program in the software environment whenever the entity program receives data and action from another entity program, and

respond to a speak request of a currently executing entity program by passing data and action from the speaking entity program to a listening entity program addressed by the speaking entity program, enabling virtual-to-virtual interactions.

30. (previously presented) The system of claim 29, wherein the real world entities comprise physical persons, physical devices, conceptual persons, and conceptual devices.

31. (previously presented) The system of claim 29, wherein at least one entity program is capable of accepting initial data about a different real world entity, placing the initial data into the VENT table, and specifying an identity, location, and memory space for the different real world entity to create a new entity program.

32. (previously presented) The system of claim 29, wherein at least one entity program is capable of accepting, compiling, and inserting instructions into a memory space of a different entity program to add or change automated procedures that the different entity program performs when execution is transferred to the different entity program.

33. (previously presented) The system of claim 32, wherein entity program instructions are presented in a hierarchy of decision tables, each decision table linking a series of tests to outcomes of the tests and linking the series of tests to resulting actions to be taken based upon the outcomes.

34. (previously presented) The system of claim 33, wherein the hierarchy of the decision tables is interpreted, and the tests and actions executed, by a recursive portion of the VN adaptation logic.

35. (previously presented) The system of claim 29, wherein the VN adaptation logic accomplishes a virtual-to-physical interaction in response to an entity program speak request to

transfer data and action to a counterpart, real world entity, by repeated virtual-to-virtual interactions comprising the steps of:

using the VENT table to identify, reserve, and assemble a series of physically adjacent real world entities forming a channel to transport data and action between the entity programs and the counterpart, real world entities;

enabling each entity program within the channel to condition its counterpart, real world entity by speaking data and action with conditioning data strings;

allowing end-to-end communication of data and action to pass through the channel; and

restoring the VENT table in order to disassemble the channel and release the counterpart, real world entities for other uses.

36. (new) A system, comprising:

a memory configured to store:

a first entity program corresponding to a first real world entity, the first entity program comprising first instructions corresponding to predetermined functions performed by the first real world entity, the first instructions permitting the first entity program to automatically mimic the predetermined functions performed by the first real world entity,

a second entity program corresponding to a second real world entity, the second entity program comprising second instructions corresponding to predetermined functions performed by the second real world entity, the second instructions permitting the second entity program to automatically mimic the predetermined functions performed by the second real world entity, and

a virtualized entity (VENT) table including a first record corresponding to the first entity program and second record corresponding to the second entity program, the first record comprising a first pointer to the first entity program and the second record comprising a second pointer to the second entity program; and  
virtualized network (VN) adaptation processing logic configured to:

locate the first pointer to the first entity program and the second pointer to the second entity program in the VENT table,

receive first information from the first entity program to be provided to the second entity program based on the located first and second pointers,

deliver the first information to the second entity program,

receive second information from the second entity program to be provided to the first entity program based on the located first and second pointers, and

deliver the second information to the first entity program.

37. (new) The system of claim 36, wherein:

the first entity program comprises first additional instructions corresponding to first additional functions performed by the first real world entity, the first additional instructions permitting the first entity program to automatically mimic the first additional functions performed by the first real world entity; and

the second entity program comprises second additional instructions corresponding to second additional functions performed by the second real world entity, the second additional instructions permitting the second entity program to automatically mimic the second additional functions performed by the second real world entity.

38. (new) The system of claim 36, wherein the first instructions comprise a hierarchy of decision tables, each decision table linking a series of tests to outcomes of the tests and linking the series of tests to resulting actions to be taken based upon the outcomes.

39. (new) The system of claim 38, wherein the VN adaptation processing logic is further configured to:

interpret the hierarchy of decision tables;  
execute the series of tests to determine the resulting actions; and  
execute the resulting actions.

40. (new) The system of claim 36, wherein the second instructions comprise a hierarchy of decision tables, each decision table linking a series of tests to outcomes of the tests and linking the series of tests to resulting actions to be taken based upon the outcomes.

41. (new) The system of claim 40, wherein the VN adaptation processing logic is further configured to:

interpret the hierarchy of decision tables;  
execute the series of tests to determine the resulting actions; and  
execute the resulting actions.

42. (new) The system of claim 36, wherein the VN adaptation processing logic is further configured to:

receive a response to the first information from the second entity program based on the second instructions corresponding to predetermined functions performed by the second real world entity; and

receive a response to the second information from the first entity program based on the first instructions corresponding to predetermined functions performed by the first real world entity.